

## BEZERK

Bezerk is a games program written for the VZ200/300. The idea is that when in playing mode you move a dot around the screen running through the red dots. If you do not reach the red dots in time and you touch them they will turn yellow and you *die!* Do not touch the walls or anything yellow. At the end of the game you will be given a bonus point for every red dot you ran over.

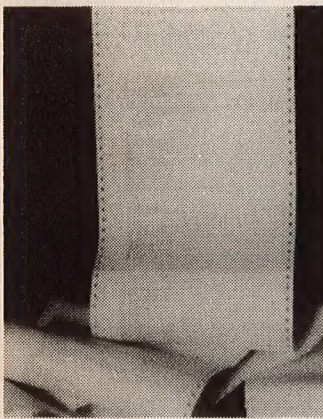
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Mackay Qld

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0 DATA243,1,100,0,33,20,0,205,92,52,201: CLEAR200
1 FORI=31052T031068: READA: POKE1,A: NEXT: POKE30862,82: POKE30863,121
10 DATA0,A,K,L: FORX=1T04: READA(X): NEXT
11 DATA13,4,14,4,13,2,11,2,13,2,14,3,11,7,8,2,13,2,11,2,8,2
12 DATA11,1,11,1,13,2,8,2,13,2,11,2,8,2,11,1,11,1,13,2
14 DATA13,2,13,2,16,2,13,2,16,1,16,1,18,2,13,2,18,2,16,2,13,2
15 DATA16,1,16,1,18,2,15,2,20,2,18,2,15,2,18,1,18,2,20,2
17 DATA13,2,18,2,16,2,13,2,16,1,16,1,18,2
18 DATA8,2,13,2,11,2,8,2,11,1,11,1,13,2
50 '
52 DIMSD(56),SF(56): DIMH(100): FORI=1T056: READSF(I),SD(I): NEXT
60 FORI=1T010: FORY=1T05: READA(I,Y): NEXT: NEXT
69 CLS: PRINTTAB(13)"B-E-Z-E-R-K": HP=1
70 PRINT@32,"DO CHANGE KEYS OR C$TART GAME": SP=8: GOT05000
71 GOSUB2000: IFA#="S" THEN200ELSE IFA#="I" THEN7000
72 IFA#<>"C" THEN71ELSE1000
73 PRINT@96,"UP - "A$(1): PRINT"DOWN - "A$(2): PRINT"LEFT - "A$(3)
74 PRINT"RIGHT - "A$(4): GOT071
200 X=USR(0): MODE(1): FORX=29T096: SET(X,5): SET(X,42): NEXT
210 FORY=5T042: SET(29,Y): SET(28,Y): SET(96,Y): SET(97,Y): NEXT: ML=0
211 GOSUB3900
310 TD=0: X=62: Y=22: IY=0: IX=1: P(0,0)=0: P(0,1)=22: PT=0: T=-1: PH=0
311 DC=0: TN=RND(40): GOT0510
410 XR=RND(16)+7: YR=RND(37)+5: XY=32*YR+XR+28672
420 IFPEEK(XY)>0ORPEEK(XY+1)>0 THEN410
430 V=RND(9): T=INT(400/V): TC=0: TH=-1: POKEYY,255
510 A$=INKEY$: IFA#="" THEN520ELSE IFA#=A$(1) THENIY=-1: IX=0: GOT0520
511 IFA#=A$(2) THENIY=1: IX=0: GOT0520
512 IFA#=A$(3) THENIY=0: IX=-1: GOT0520
513 IFA#=A$(4) THENIY=0: IX=1
520 X=X+IX: Y=Y+IY: IFPOINT(X,Y)>1 THEN570
521 POKE31060,30: POKE31063,1: S=USR(0)
520 RESET(PT,PH): SET(X,Y): PT=X: PH=Y
550 TC=TC+1: IFTC=TT THEN960
560 TD=TD+1: IFTD=TN THEN410ELSE510
570 IFPOINT(X,Y)=4 THEN910ELSE G=G+1: WT=WT+ML
580 FORX=1T0HP: ML=ML+1: GOSUB3900: POKEH(X),0: S=USR(0): NEXT
590 FORI=1T07: SOUND$F(1),SD(1): NEXT
610 IFX<300RX>950RY<41 THENM$="HIT THE WALL": GOT0620
611 M$="HIT A BLOCK"
620 CLS: PRINT"YOU HAVE "M$: PRINT" * * * * * "
700 PRINT"THIS WAS GAME NUMBER"G
710 PRINT"YOUR SCORE WAS-"ML: PRINT"THE AVERAGE SO FAR-"INT(WT/G)
720 PRINT"THE PREVIOUS BEST WAS"ML: IFML>M1 THENM1=ML
730 POKE30777,25: INPUT"ENTER YOUR NAME": SC$: POKE30744,RND(2)-1
737 SC$=LEFT$(SC$,12): SC$=SC$+
740 CLS: POKE30777,25: GOT069
910 POKEYY,95: DC=V: TN=RND(40)+V: TD=0: T=-1: XR=1: ML=ML+V
911 POKE31060,40: FORI=1T02: FORU=1T020STEP3: POKE31063,U: S=USR(0)
912 NEXT: NEXT: GOSUB3900: H(HP)=XY: HP=HP+1: GOT0530
960 POKEYY,95: XR=1: TN=RND(40): TD=0: T=-1: GOT0510
1000 PRINT@96,"UP - "A$(1)
1010 PRINT@128,"DOWN - "A$(2): GOSUB2000: A$(2)=A$: PRINT@128,"DOWN - "A$(2)
1020 PRINT@160,"LEFT - "A$(3): GOSUB2000: A$(3)=A$: PRINT@160,"LEFT - "A$(3)
1030 PRINT@192,"RIGHT - "A$(4): GOSUB2000: A$(4)=A$: PRINT@192,"RIGHT - "A$(4)
1040 GOT071
2000 SOUND$F(SP),SD(SP): A$=INKEY$
2010 SP=SP+1: IFSP>56 THENSP=8
2011 IFA#="" THENE$="" : GOT02000
2012 IFA#=E$ THEN2000ELSE E$=A$: RETURN
2020 GOSUB2000: IFINKEY$="Y"ORINKEY$="N" THEN74ELSE NEXT: GOT074
3900 SD$=STR$(ML): SD$=RIGHT$(SD$,LEN(SD$)-1): B=28688
3901 FORI=LEN(SD$)T01STEP-1
3902 IFMID$(SD$,I,1)<>MID$(E$,I,1) THEN3912
3903 B=B+1: NEXT: SET$=SD$: RETURN
3912 C=VAL(MID$(SD$,I,1))+1
3915 FORU=0T04: POKEB+32*U,A(C,U+1): NEXT: GOT03903
4000 DATA252,204,204,204,252
4010 DATA48,240,48,48,252
4020 DATA252,12,252,192,252
4030 DATA252,12,60,12,252
4040 DATA192,192,204,252,12
4050 DATA252,192,252,12,252
4060 DATA252,192,252,204,252
4070 DATA252,12,12,12,12
4080 DATA252,204,252,204,252
4090 DATA252,204,252,12,252
5000 PRINT"OR C$ FOR INSTRUCTIONS"
5001 PRINTTAB(10)" " : FORI=1T010

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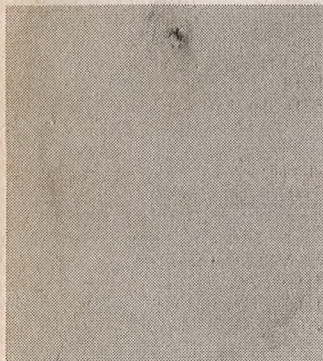
5002 PRINTTAB(10) " " " " NEXT
5003 PRINTTAB(10) " " " " NEXT
5010 FOR I=0 TO 9: IF SC%(I+1)="" THEN I=12: GOTO 5030
5020 PRINT(139+32*I, SC%(I+1), SC%(I+1))
5030 NEXT: GOTO 70
6000 FOR I=1 TO 10: IF WL=>SC(I) THEN 6010 ELSE NEXT: GOTO 740
6010 FOR U=1 TO 10: IF SC(U)=SC(I) THEN SC(U)=SC(U-1): NEXT
6020 SC(I)=SC(I)-WL: GOTO 740
7000 CLS: PRINT 7. "IN THE MIDDLE OF THE SCREEN"
7010 PRINT "THE OBJECT OF THIS GAME IS TO RUN OVER THE RED";
7020 PRINT "RECTANGLES. WHEN YOU RUN OVER ONE, IT WILL";
7030 PRINT "TURN YELLOW. THE DOTS WILL ALSO TURN YELLOW IF YOU";
7040 PRINT "DON'T RUN OVER THEM IN TIME.";
7050 PRINT "IF YOU TOUCH ANYTHING YELLOW, YOU WILL DIE!";
7060 PRINT "EACH RED DOT WILL GIVE YOU BETWEEN 1 AND 9";
7070 PRINT "POINTS. WHEN YOU HAVE DIED YOU WILL BE GIVEN A";
7080 PRINT "BONUS FOR EACH DOT YOU RAN OVER.";
7090 PRINT "PRESS [ENTER]";
7100 GOSUB 2000: IF AT=CHR$(13) THEN 60 ELSE 7100

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## ARGGGGH!

This exciting program written for the VZ200/300 requires a good deal of skill. Weave yourself in and out of the yellow dots, avoiding them and the walls, until a hole appears in the top middle of the screen. You are only allowed to go back on yourself a few times, so beware.

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1 COLOR2
2 POKE 20962, 22: POKE 20963, 121: POKE 31059, 243: POKE 31059, 201
3 PD%=50
4 PH%=990
5 PY%=63: PY%=34
6 EM%=5: BT%=50: PD%
10 MODE(1)
20 FOR A%=0 TO 127: SET(A%, 5): SET(A%, 63): NEXT
30 FOR A%=5 TO 63: SET(A%, A%): SET(127, A%): NEXT
40 COLOR2: A%=INKEY$: SC=SC+6-EM%: IF A%="" THEN 50
45 PL%=0: PUX%=0
50 IF A%="W" THEN PUX%=-1
60 IF A%="S" THEN PUX%=1
70 IF A%="K" THEN PL%=-1
80 IF A%="L" THEN PL%=1
90 PX%=PX%+PL%: PY%=PY%+PUX%
95 IF EM%<0 THEN EM%=0
100 IF POINT(PY%, PY%)=3 THEN GOTO 1100
105 IF POINT(PY%, PY%)<>1 THEN PRINT "YOUR SCORE IS" SC: END
110 SET(PX%, PY%): COLOR2: EX%=RND(126): EY%=RND(57)+5
115 IF PY%<5 THEN PRINT "YOUR SCORE IS" SC "SO FAR...": PD=PD-5: GOTO 4
120 EC%=EC%+1: IF EC%<EM% THEN 40
125 EC%=0
126 IF RND(1000)>PH% THEN EM%=EM%-1: PH%=PH%-PD%
127 IF EM%=0 THEN RESET(62, 5): RESET(63, 5): RESET(64, 5)
130 IF POINT(EX%, EY%)<>1 THEN RESET(EX%, EY%) ELSE SET(EX%, EY%)
140 GOTO 40
1000 FOR I=1 TO 1000: NEXT: GOTO 4
1100 BT%=BT%+1: IF BT%>50 THEN 105
1105 SC=SC-BT%
1106 IF SC<0 THEN SC=0
1110 GOTO 110

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## ENCODE/ DECODE

Encode/Decode is an encoding and decoding program written for the VZ200/300. When run it will ask you to input a word or secret message. After typing in your secret message, on the line below will appear the message in code form. It will then ask you to input a secret message in jumbled form which it will then decode.

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5 CLS *to ENCODE*

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10 INPUT "ENTER WORD": A%=PRINTLEFT$(A%, 1): A=ASC(A%)
20 FOR I=2 TO LEN(A%): B=ASC(MID$(A%, I, 1)): B=(B-64): IF B>90 THEN B=B-26
30 PRINT CHR$(B): A=B: NEXT: PRINT: GOTO 100
40 INPUT "ENTER WORD": A%=PRINTLEFT$(A%, 1): A=ASC(A%)
50 FOR I=2 TO LEN(A%): B=ASC(MID$(A%, I, 1)): B=(B-64): IF B<65 THEN B=B+26
60 PRINT CHR$(B): A=ASC(MID$(A%, I, 1)): NEXT: PRINT: GOTO 10

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*to Decode*